

Charge!

Tank Squad!

Players: 1-2
(Use 1P controls when playing solo)

Control a tank and try to take down your opponent's base!
An action shooting game set on a small scale stage.



Tank (Player)

1P controls the blue tank, and
2P controls the red tank.

Items

These will enhance your
tank's weaponry.



Cost Gauge

Your tank's remaining firepower.

Enemy Weapons

These will attack both your tank
and your base.

Player 1 (1P) Controls

Directional buttons	Move Tank
button	Tank will move in parallel while this is held down.

*The tank will fire bullets automatically.

Player 2 (2P) Controls

/// button	Move Tank
button	Tank will move in parallel while this is held down.

*The tank will fire bullets automatically.

• Charge! Tank Squad!™ Rules

- 1P and 2P each control a tank and must destroy the enemies that appear.
- When a tank is destroyed your army's cost will decrease.
- There are three stages in total, and achieving each stage's goal will let you clear the stage and move on to the next area.
- If your army's cost runs out or your base is destroyed, it will be game over.

• Watch your enemy's movements

Enemies will attack your tank and your base in different ways depending on the mission.

You will need to observe them closely to clear the missions.

• Clear Missions

Each stage has its own mission; completing it will take you to the next stage.

Stage 1: Protect Your Army's Base

Keep the enemies from destroying your base until time runs out.



Your Base



Enemy Base

Stage 2: Intercept Enemy Army

Intercept the incoming enemy weapons.

Stage 3: Destroy Enemy Army Base

Destroy the enemy army base.

• Make use of items

Sometimes, defeated enemies will drop recovery items or weapons.



Tank Recovery



3WAY Shot



5WAY Shot



Power Shot



• Information

This game uses the  button,  button and START button for confirmations.

Use the directional buttons and , ,  and  buttons to move the cursor.

Use the  button to confirm choices at the save, load, and HOME screens.

• About fonts

The typefaces included herein are partially developed by DynaComware.